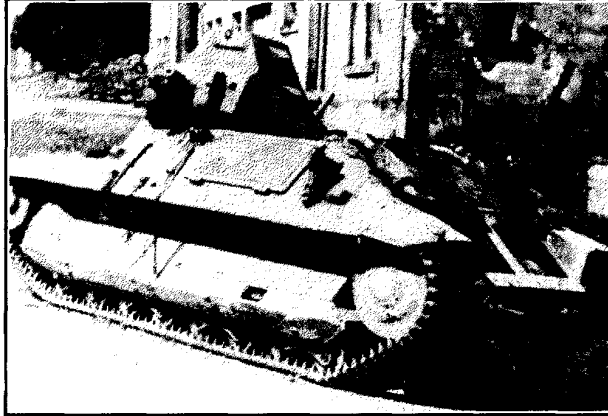


COUNTERSTROKE IN CONNAGE

SCENARIO ASL TAC 32 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The French win at scenario end if they accumulate 16 VP. This total encompasses VP for Good Order units exited along the north edge and the excess casualty VP score over the German score.

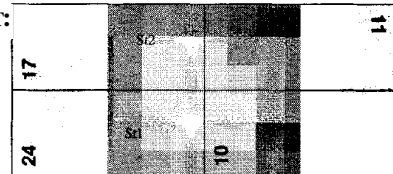
CONNAGE, FRANCE, May 14, 1940:

On the previous day the Germans crossed the Meuse in several places, and three three Panzerdivisions (1st, 2nd and 10th) went through in Sedan. The French defenders, demoralized by air bombings, were succumbing under the assault. To face the attack General Lafontaine, commander of the Xth army corps "holding" the area, ordered a counterstroke south of Sedan. Two tank battalions and two infantry regiments were to "close and recapture" the breach opened by the enemy. The 213th Infantry Regiment, with good leadership but poor equipment (officers hadn't had time to supply grenades) set up on the left wing. Support was limited to one antitank platoon and to the 7th BCC equipped with FCM 36, but the French soldiers had never performed any combined attack training with tanks. The attack began at 0620 May 14. In spite of some initial success (for example the destruction of enemy machine guns and 37mm guns) the French were getting behind schedule and moved forward without coordination. After taking the weakly defended hamlet of Connage, the 3rd company of 7th BCC and 213th Infantry Regiment marched over Chéhéry. In front of them the Germans had prepared an antitank defense with disparate but quality elements such as the 14th Panzerjäger anti-tank company of regiment Gross Deutschland. The last guns were barely emplaced when the first French tanks appeared.

BOARD PLACEMENT:

BALANCE:

- ☉ The PzIVC enters on turn 8
- ☙ Replace a PzIIA with a PzIIIF



Only hexrows R-GG are playable on boards 17,24 and 11.
Only hexrows A-P are playable on board 10.

☙ GERMAN sets up first	1	2	3	4	5	6	7	8	9	END
☉ FRENCH moves first										

Elements of battalion Richter of 1st Assault Regiment [ELR:3]
set up on boards 11 and 17 east of the stream {SAN: 4}:

4-6-7	2-4-7	9-1	8-0	5-12	3-8	50*(2-13)	1-12
9	2	2	2	2	2	2	2

Reinforcements of 1st Panzer Brigade
enter on turn 7 in the same area:

37L	88L	150*	2-2-8	14	75*
2	3	3	1	1	1

Elements of Anti Tank Company of 14th Infantry Regiment "GD", from 83rd Flak Battalion and Heavy Infantry Gun Company 702 sets up in the same area (see SSR 4):

37L	88L	150*	2-2-8
2	3	3	1

Reinforcements of 1st Panzer Brigade
enter on turn 7 in the same area:

37L	14	75*
3	1	1

Elements of 3rd company of 7th BCC
enter on turn 1 on/between 24Y10 and 10I10:

37*	9-1
6	3

Squad of the 506th Divisional Anti-Tank Company (see SSR 5)
enter on turn 2 on/between 24Y10 and 10I10:

37L	14	75*
3	3	3

5th and 6th companies of 2nd battalion, 213th infantry regiment [ELR:3]
enter on turn 2 on/between 24Y10 and 10I10 {SAN: 2}:

4-5-7	2-3-7	9-2	8-1	8-0	3-8	3-8	3-8	50mm
20	5	2	3	3	3	3	3	

Scenario Design:
Philippe Naud & Sylvain Ferreira

SSR:

1. EC is Moderate with no wind at start.
2. French MMC have no grenades. Therefore PBF is NA for them (no doubled FP) and TPBF is treated as PBF (FPs doubled instead of tripled). For the same reason the CCV of MMC is reduced by one (ie: squad 4, crew 3, HS 2).
3. Bore Sighting is NA. German guns may not set up Emplaced (no HIP either).
4. The French antitank squad enters with towed guns.
5. The Valley does not exist (all Level -1 is treated as Level 0). Place overlays as follows: St1 on 24W6-W5, St2 on 17W5-X4. The stream is Shallow and Fordable in 24W2, 17X9 and 17BB2. All Open Ground hexes adjacent to the stream are Soft [EXC: Plowed Field and Route]

AFTERMATH: Heavy fire fell upon the FCM 36: PaK 38, 88 guns and even one 150 mm self-propelled gun. Commander Couturier, in charge of the 2nd Battalion of the 213th Regiment, anxiously observed this strange vehicle that remained out of infantry range. French tanks tried to open a way out, without success. A first tank was immobilized, then a second one got stuck on the boggy side of the Bar stream, and others were destroyed by the sIG and 88's. The attack was at a standstill when several Panzers suddenly appeared, among which were several PzIII. The PCMs are completely unadapted to such a fight: they gave way in front of the enemy tanks maneuverability and firepower. One French tank fired twelve explosive shells against a Panzer with no result whatsoever! Everything was settled for good when a Panzer IV came into play and put an end to the attempt. Only three tanks of the 7th BCC eventually managed to retreat and all French anti-tank guns were destroyed. Without support the infantry retreated in turn, trying to contain the German reaction. Indeed the enemy struck back and pushed away the 213th RI. The Connage counterstroke had lived...